Abstract

As communications busses become more generic, the handshaking

5   that occurs to provide communications become more complicated. The

constant checking of signal lines for a stable and debounced signal can

consume a considerable amount of overhead and greatly increase the

complexity of the design of the hardware. An independent debouncing

circuit 505 and 600 can be used to detect the presence of a stable and

10   debounced signal and notify an interface engine 320. A state machine 800

executing in the interface engine 320 uses the stable and debounced

signals to control operation of a peripheral connected to the bus by

monitoring signals passed on the bus.